RENESAS Tool News

A Note on Using High-performance Embedded Workshop

Please take note of the following problem in using High-performance Embedded Workshop:

- With editing assembly-language code in either the Editor window or the Disassembly window

High-performance Embedded Workshop is included in such software products as compilers and emulator debuggers.

1. Products and Versions Concerned

High-performance Embedded Workshop
V.4.00.00 through V.4.07.01

2. Debuggers Involved

The following debuggers are involved in this problem:
- M16C R8C E100 Emulator Software
- R32C E8a Emulator Debugger
- M32C E8a Emulator Debugger
- M16C E8a Emulator Debugger
- R8C E8a Emulator Debugger
- 740 E8a Emulator Debugger
- R8C/Tiny E8 Emulator Debugger
- M16C/Tiny, M16C/62P E8 Emulator Debugger
- M32C/80 E8 Emulator Debugger

3. Description

When you double-click any instruction on the Disassembly view of the Editor or Disassembly window to edit its assembly-language code, the error message "Undefined symbol exist" appears if any of the characters "A" to "F" is written immediately after "#0", as is shown in the following example:
  Example: MOV.B #0A0H,R0H
If "MOV.B #0A0H,R0H" is assembled, the "Undefined symbol exist" error arises, but the result of assembling is correctly written into memory.

So, if this error arises, update the view by using the Refresh menu on the Editor window or Disassembly window to check to see the result of assembling.

4. Workaround

To avoid this problem, use the assemble command to edit assembly-language code. Error message "Undefined symbol exist" will not appear.

5. Schedule of Fixing the Problem

We plan to fix this problem in the next release of the product.